AMENDMENT TO THE CLAIMS

The following is a detailed listing of all claims that are, or were, in the Application.

Please cancel Claims 1-24 without prejudice or disclaimer.

1. (Cancelled)

2. (Cancelled)

3. (Cancelled)

4. (Cancelled)

5. (Cancelled)

6. (Cancelled)

7. (Cancelled)

8. (Cancelled)

9. (Cancelled)

10. (Cancelled)

11. (Cancelled)

12. (Cancelled)

13. (Cancelled)

14. (Cancelled)

15. (Cancelled)

16. (Cancelled)

17. (Cancelled)

18. (Cancelled)

19. (Cancelled)

20. (Cancelled)

21. (Cancelled)

22. (Cancelled)

23. (Cancelled)

24. (Cancelled)

Please add the following new claims:

25. (New) A method performed on a computer for sharing an application using screen sampling, the method comprising:

  receiving from a presenter a selection of a shared application;

monitoring function calls made by the shared application to dynamically determine a position and a size of a non-OpenGL region of a window for the shared application;

monitoring OpenGL function calls made by the shared application to dynamically determine a position and a size of an OpenGL region of a window for the shared application;

monitoring function calls made by a non-shared application to dynamically determine a position and a size of a window for the non-shared application;

comparing the positions and the sizes of the non-OpenGL region and the OpenGL region of the window for the shared application against the position and the size of the window for the non-shared application to determine any overlapping regions;

capturing a screen shot of an image corresponding to the non-OpenGL and the OpenGL regions of the window for the shared application; and

transmitting the screen shot of the image corresponding to the non-OpenGL and the OpenGL regions of the window for the shared application and information for the overlapping regions to a viewer.

26.   (New) The method of Claim 25 further wherein:

the transmitted screen shot of the image corresponding to the non-OpenGL and the OpenGL regions of the window for the shared application and information

for the overlapping regions can be used to display the image to the viewer with the

overlapping regions filled in with an arbitrary color.

27.   (New) The method of Claim 25 further comprising:

compressing the screen shot of the image corresponding to the non-OpenGL

and the OpenGL regions of the window for the shared application.

28.   (New) The method of Claim 25 further comprising:

capturing a screen shot of an updated image corresponding to the non-

OpenGL and the OpenGL regions of the window for the shared application;

transmitting the screen shot of the updated image corresponding to the non-

OpenGL and the OpenGL regions of the window for the shared application to a

viewer.

29.   (New) The method of Claim 25 further comprising:

periodically capturing the image corresponding to the shared application

window.

30.   (New) The method of Claim 25 further comprising:

determining whether the position or the size of any of the non-OpenGL

region of a window for the shared application, the OpenGL region of the window for

the shared application, and the window for the non-shared application has changed; and

transmitting information about the change in the position or the size to a viewer.

31.	(New) A computer-readable storage medium storing a computer program executable by a computer, the computer program comprising computer instructions for:

receiving from a presenter a selection of a shared application;

monitoring function calls made by the shared application to dynamically determine a position and a size of a non-OpenGL region of a window for the shared application;

monitoring OpenGL function calls made by the shared application to dynamically determine a position and a size of an OpenGL region of a window for the shared application;

monitoring function calls made by a non-shared application to dynamically determine a position and a size of a window for the non-shared application;

comparing the positions and the sizes of the non-OpenGL region and the OpenGL region of the window for the shared application against the position and the size of the window for the non-shared application to determine any overlapping regions;

capturing a screen shot of an image corresponding to the non-OpenGL and the OpenGL regions of the window for the shared application; and

transmitting the screen shot of the image corresponding to the non-OpenGL

and the OpenGL regions of the window for the shared application and information

for the overlapping regions to a viewer.

32.   (New) The computer readable storage medium of Claim 31 wherein:

the transmitted screen shot of the image corresponding to the non-OpenGL

and the OpenGL regions of the window for the shared application and information

for the overlapping regions can be used to display the image to the viewer with the

overlapping regions filled in with an arbitrary color.

33.   (New) The computer readable storage medium of Claim 31 further

comprising computer instructions for:

compressing the screen shot of the image corresponding to the non-OpenGL

and the OpenGL regions of the window for the shared application.

34.   (New) The computer readable storage medium of Claim 31 further

comprising computer instructions for:

capturing a screen shot of an updated image corresponding to the non-

OpenGL and the OpenGL regions of the window for the shared application;

transmitting the screen shot of the updated image corresponding to the non-

OpenGL and the OpenGL regions of the window for the shared application to a

viewer.

35.   (New) The computer readable storage medium of Claim 31 further comprising computer instructions for:

periodically capturing the image corresponding to the shared application window.

36.   (New) The computer readable storage medium of Claim 31 further comprising computer instructions for:

determining whether the position or the size of any of the non-OpenGL region of a window for the shared application, the OpenGL region of the window for the shared application, and the window for the non-shared application has changed; and

transmitting information about the change in the position or the size to a viewer.

37.   (New) A data conferencing system comprising:

a presenter computer connected to one or more server computers via a global area network;

a viewer computer connected to the one or more server computers via the global area computer network; and

a computer program executable by the presenter computer, wherein the computer program comprises computer instructions for:

receiving from a presenter a selection of a shared application;

monitoring function calls made by the shared application to dynamically determine a position and a size of a non-OpenGL region of a window for the shared application;

monitoring OpenGL function calls made by the shared application to dynamically determine a position and a size of an OpenGL region of a window for the shared application;

monitoring function calls made by a non-shared application to dynamically determine a position and a size of a window for the non-shared application;

comparing the positions and the sizes of the non-OpenGL region and the OpenGL region of the window for the shared application against the position and the size of the window for the non-shared application to determine any overlapping regions;

capturing a screen shot of an image corresponding to the non-OpenGL and the OpenGL regions of the window for the shared application; and

transmitting the screen shot of the image corresponding to the non-OpenGL and the OpenGL regions of the window for the shared application and information for the overlapping regions to the viewer computer.